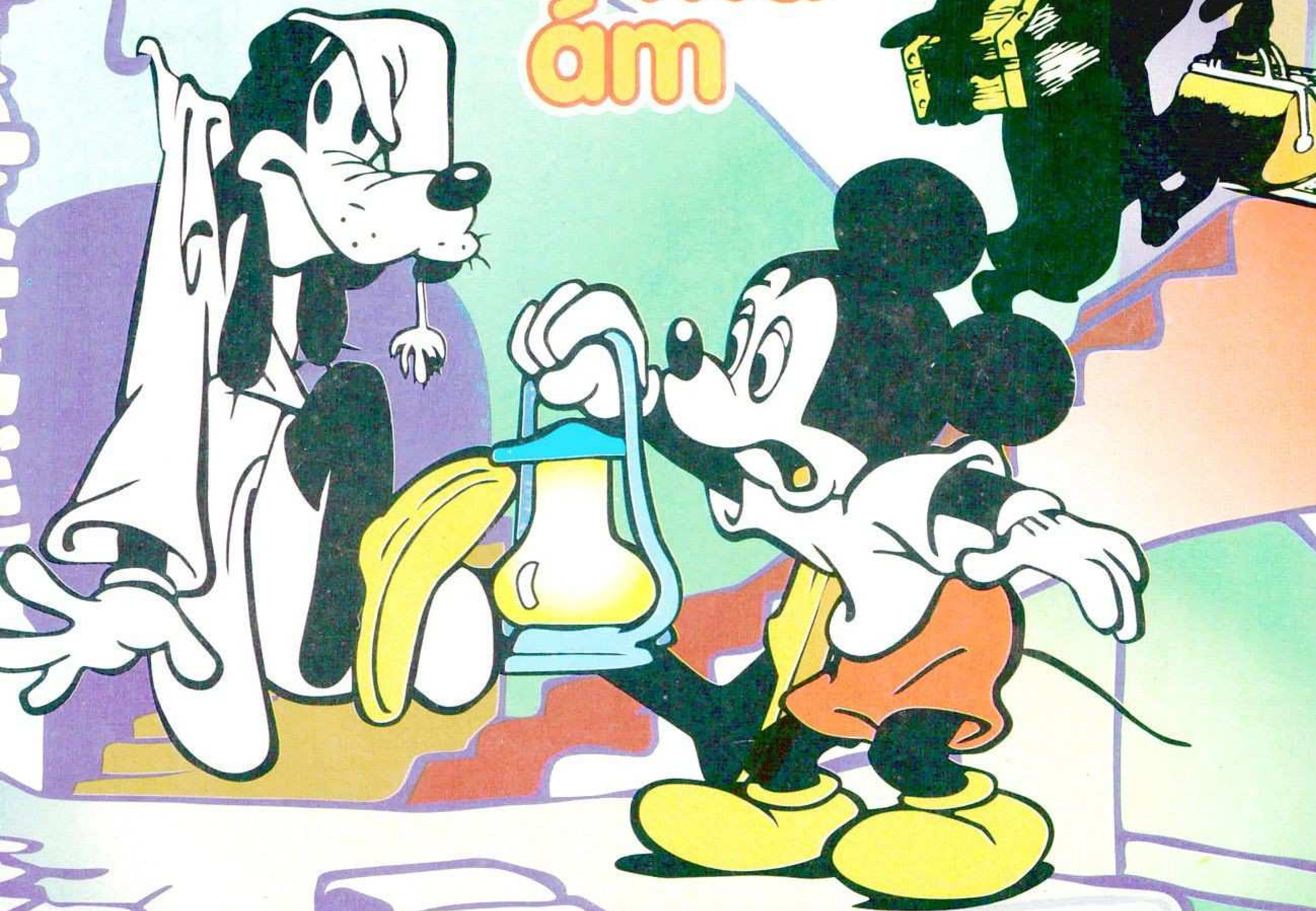
TRUYỆN TRANH SONG NGỮ VIỆT - ANH

WALT DISNEY'S

DONALD VÀ BẠN HỮU

Tập 91

Lâu đài ma ám



NHÀ XUẤT BẢN TRẺ
THE SAIGON TIMES

VỊT DONALD

Thi rửa chén

Người dịch: ĐÔNG QUỲNH

D 93581

1. Ai sẽ rửa hết mớ chén này đây? Không thể là chú đâu đấy, chú đã phải mua sắm và nấu nướng suốt một tuần rồi!

2. Mà cũng hổng thể là tụi cháu được! Tụi cháu đã phải rửa chén hàng ngày trong tuần này rồi!

3. Thế thì tổ chức một cuộc thi vui vẻ nho nhỏ để giải quyết vụ này chịu không? Chẳng hạn như đua trượt tuyết hé?

4. **ĐỒNG Ý!** Và người thua cuộc sẽ phải rửa chén!

5. Luật thi rất đơn giản! Người nào tới Nhà hàng Vịt Mạ Vàng sau chót thì nên ưa xà bông với nước ấm đi là hơn!(*)

6. Tốt! Nhưng hổng giở trò ma giáo nghe!

7. Dĩ nhiên... nhưng nếu chú nghịch tuyết một tí các cháu không phiền chứ?

8. Hê! Chú ấy làm tuyết lở rơi lên đầu tụi mình kia!

9. Tạm biệt, lũ nhóc! Chắc bây giờ mấy đứa nên bắt đầu rửa đống chén đó đi thì hơn! Ha ha!

10. Gừ! Đi thôi, các cậu! Tụi mình không được để ổng thoát khỏi vụ này!

11. Một đợt bắn chặn bằng banh tuyết có thể làm ổng chậm lại được đó!

12. Ây! Vậy là chơi ăn gian, lũ nhóc!

13. Trúng rồi! Tụi cháu chỉ nghịch tuyết, thế thôi!

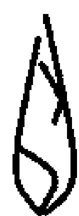
14. BỐP!

1. Who's going to do all these dishes? It can't be me, I've done all the shopping and cooking for the last week!
2. And it can't be us! We've already done the dishes every day this week!
3. How about a friendly little contest to settle it? Like a skiing race?
4. YIPPEE! And the loser will have to do the dishes!
5. The rules are simple! The last one to reach the Gilded Duck Restaurant had better like suds and hot water!
6. Fine! But no sneaky tricks!
7. Sure... but you won't mind if I play in the snow a little?
8. Hey! He's avalanching us!
9. So long, boys! You might as well get started on those dishes now! Ha ha!
10. Grr! Let's move, men! We can't let him get away with that!
11. A snowball barrage ought to slow him down!
12. Hey! That's not playing fair, boys!
13. Got 'im! We're just playing in the snow, that's all!
14. SPLAT!

(*) Xà bông và nước ấm là để rửa chén. Câu này ý nói người tới chót sẽ phải rửa chén.

Xem tiếp bìa sau



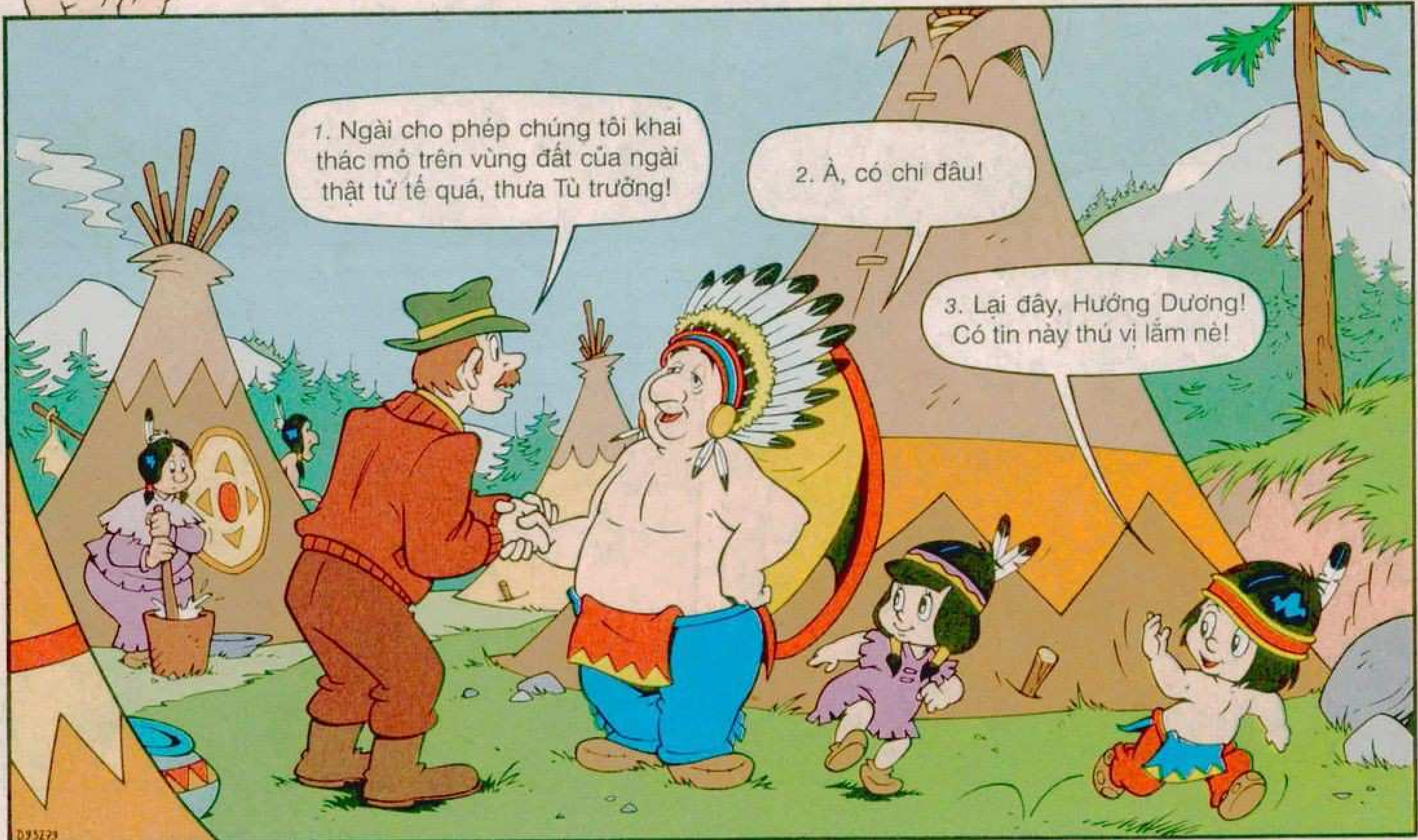




CHÚ BÉ HIAWATHA

Ở hiền gặp lành

Người dịch: NHẬT HỒNG

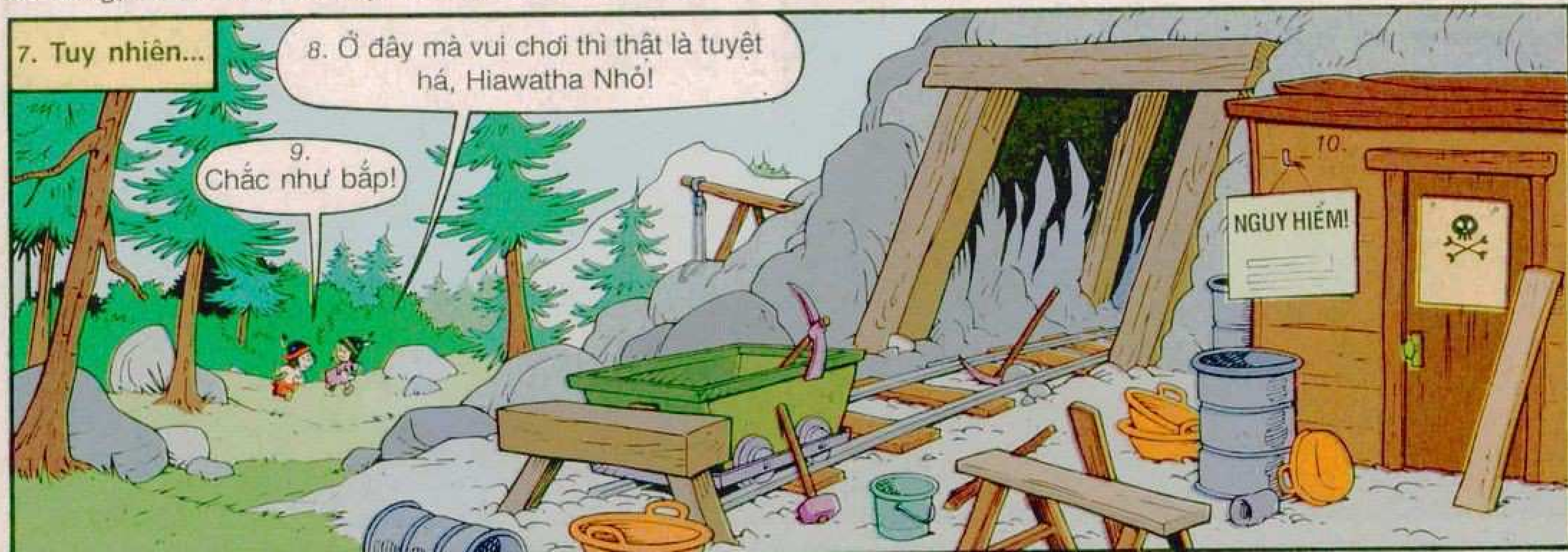


1. You have been kind to let us mine on your land, Big Chief! 2. Ah, think nothing of it! 3. Come, Sunflower! This is great news!





4. With the miners gone and their abandoned equipment scattered everywhere, it'll be a brilliant place to play! 5. Just one last thing, Chief! Don't let any children play in the area! It could prove very dangerous! 6. You hear that, children?



7. However — 8. It'll be so exciting to play here, Little Hiawatha! 9. You bet! 10. DANGER







11. Hiawatha! Look! That poor moose calf's trapped! 12. Then we must help him! 13. MOOO-UUUUU! 14. Wait! His mother thinks you're a threat! 15. Oh, yes! She looks ready to charge! 16. It's all right! We mean you no harm! 17. Maybe there'll be something in the mine area that could help us raise the fallen tree!





18. Sure enough — 19. Perfect! This'll do! 20. I'll soon have it fixed up! You try to distract the mother, Sunflower! 21. I think she senses you mean her calf no harm!





22. Moments later — 23. There! You're free! Off you trot! 24. Hee, hee! 25. Okay! That's a job well done! Now I'll just untie this and then we can go play! 26. Don't they look sweet?





27. Phew! Look at all this abandoned equipment! It's hard to know what to play with first! 28. What about a ride in this truck? 29. DANGER 30. Okay! Let's go! 31. Yee-heee!





32. Yeeeeee!! 33. Yow-uuuu! 34. But — 35. Uh-ohh! 36. Hiawatha!!



37. Eeeeeeekk! 38. Ahhhhhhh! 39. CRASH!





40. SPLASH! 41. Hiawatha, we can't get out! We keep slipping back! 42. Heellpp!



45.





43. Hiawatha! What are we to do? 44. I suppose we just keep shouting for help! 45. Luckily, their despairing cries are heard — 46. Heellpp!





47. Yep, one good turn deserves another — 48. Heellpp! Heeelllppp! 49. Look! She's come to help! 50. How! What can a moose do to help us?







51. Mmm! Good point, Sunflower! Unless... 52. Yep! I could try using this rope as a lasso! 53. Here goes!



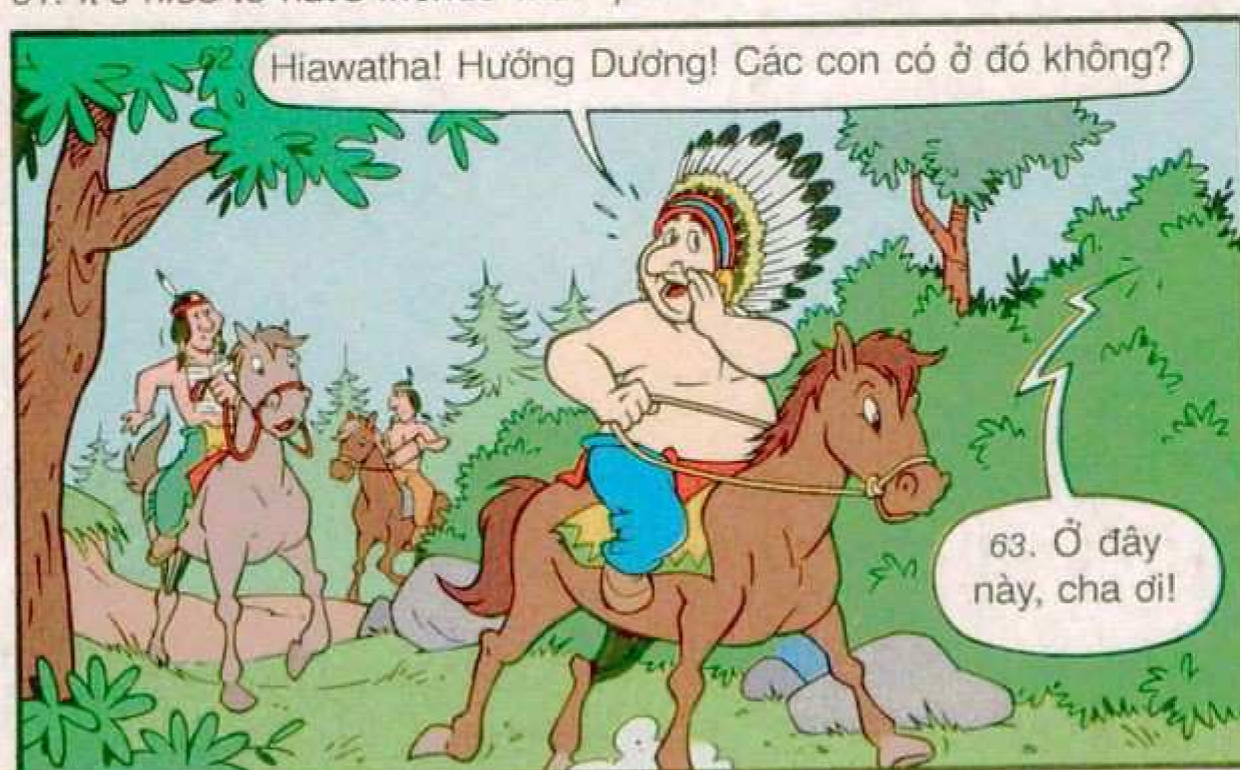


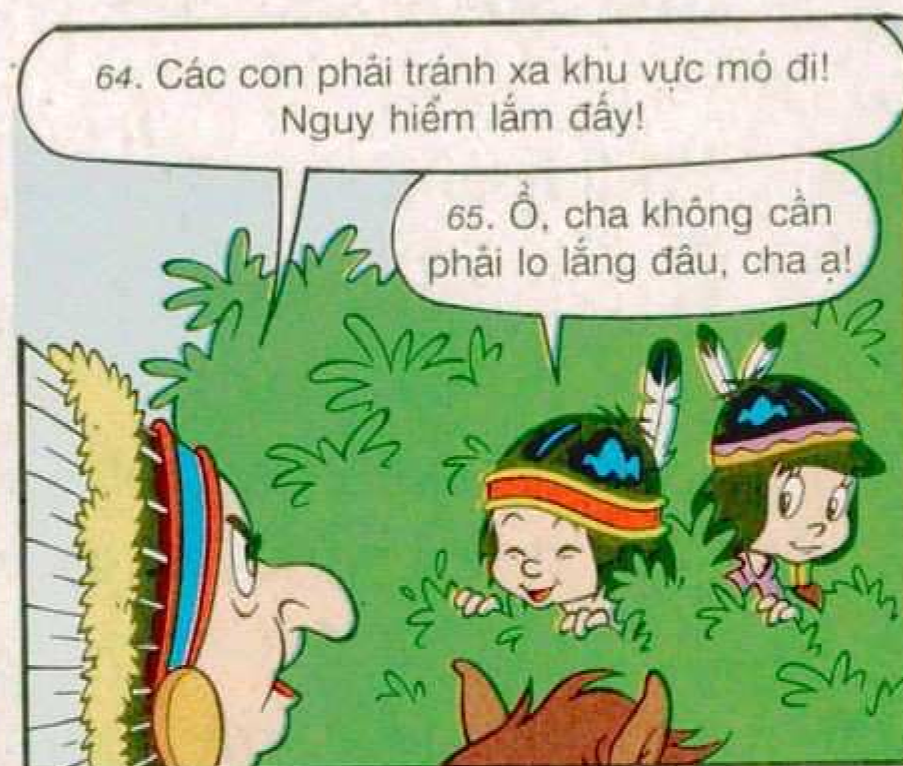
54. It worked, Little Hiawatha! It worked! 55. So far, so good! 56. Now get on my back, Sunflower! Then let's hope she understands what to do! 57. She will! I know!





58. Yes! She's backing towards the entrance of the mine! 59. And soon — 60. Thank you! Thank you ever so much! 61. It's nice to have friends with "pull"!



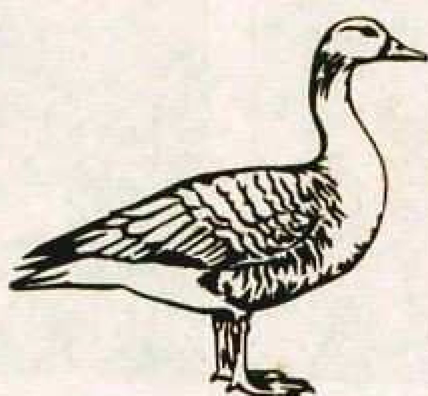
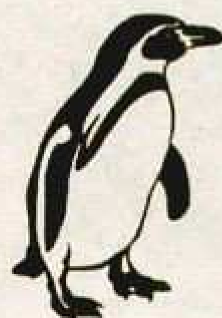


62. Hiawatha! Sunflower! Are you there? 63. Here, father! 64. You are to stay away from the mine area! It could be dangerous! 65. Oh, you needn't worry, father!



66. GISP! 67. We're just met two new friends who are much more fun to play with!

12.


Not all the above animals __________.

(1) can fly
(3) have a beak
(2) lay eggs
(4) have feathers ( )

13. Each of the following sets consists totally of mammals except one. Which set is it?

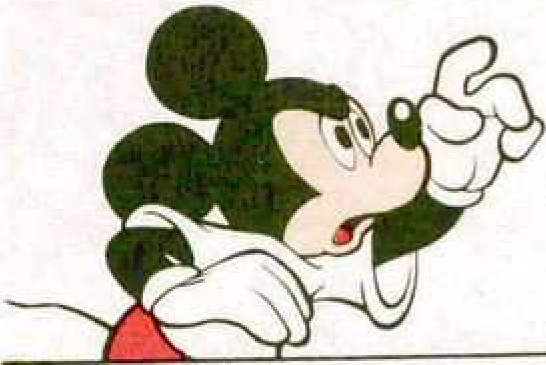
(1) Cat, whale, hamster
(2) Man, horse, dolphin
(3) Seal, koala bear, giraffe
(4) Spiny anteater, chicken, mouse ( )

14. Which of the following is **not** a characteristic of every bird?

(1) It can swim.
(2) It has wings.
(3) It takes care of its young.
(4) It keeps its eggs warm until they hatch. ( )

15. Which one of the following statements is **correct**?

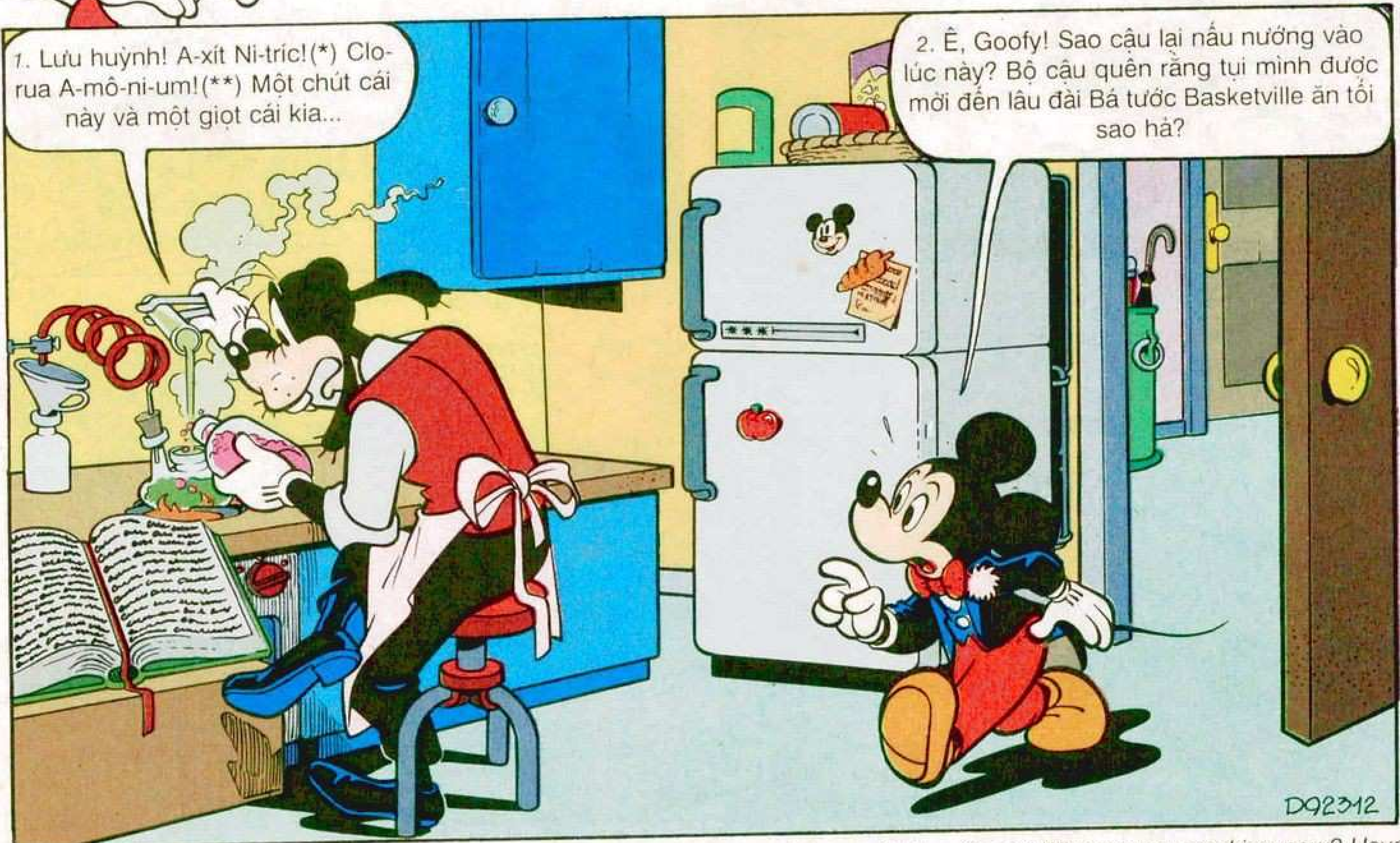
(1) The seal does not have hair.
(2) The killer whale is not a mammal.
(3) Young mammals do not feed on milk.
(4) Most mammals give birth to their young alive. ( )



CHUỘT MICKEY

Lâu đài ma ám

Người dịch: VIỆT DŨNG



1. Sulphur! Nitric acid! Ammonium chloride! A bit of this and a drop of that... 2. Hey, Goofy! Why are you cooking now? Have you forgotten that we've been invited to Count Basketville's castle for dinner?





3. Oh, hiya Mick! I'm just about done! 4. Chemical experiments? Sometimes you amaze me, Goofy! 5. I've got it! 6. Yeesh! What a horrible smell!





7. You can tell me all about it in the car! Now hurry up and get ready! 8. Okay! All I need is my toothbrush, since we're staying for the night! 9. But, Goofy, it's already in your lapel! 10. Hyuk! Guess that explains why my boutonniere is in my overnight bag!

(*) A-xit Ni-tric: HNO_3 (**) Clo-rua A-mô-ni-um: NH_3Cl





11. Well, as you know, Count Basketville's castle is haunted! Luckily, I found this book about ghostbusting in an antique shop the other day! 12. GHOSTS 13. It contains some great incantations and stuff, and the recipe for this potion I just made! The book says "it will make the ghost disappear with a despairing shriek!" 14. The smell of it will keep bats away, that's for sure! But the rest is superstitious nonsense!



15. If you don't want Count Basketville's guests to disappear, you'd better keep that bottle closed tight! 16. (Sigh!) I guess I'll just have to stick with the incantations!





17. Ah, Mickey and Goofy! I'm so happy to see you! 18. Howdy, your countship! 19. The pleasure is all ours, Count Basketville! 20. The dinner is elegant — 21. Gawrsh, it's tough gettin' the lobsters outta their shells so you can eat 'em! Don't you think so, Mrs. van Guilder?





22. Later — 23. And here in the Great Hall, you can see a collection of my ancestors' portraits! This is the first Count Basketville! 24. He was held prisoner in one of the towers until the end of his life by a wicked cousin! According to legend, his ghost still haunts the castle to this day! 25. See, Mick? I was right!





26. This map shows the complicated system of secret passages and hidden doors, inside and underneath the castle! I've only been in a small part of them myself, and never without this map! 27. Gosh, it sure sounds exciting! 28. Legend says that a valuable treasure that belonged to the first Count Basketville is hidden somewhere in the passages!





29. Meanwhile outside, a sinister figure is secretly listening through the closed windows — 30. Ha! Not only is the house full of rich people, there might even be a hidden treasure! That ghost business gives me an idea on how I can use one of my talents! 31. The time has come to retire, gentlemen! The other guests have rooms along this hall! Yours are on the second floor! 32. We know the way! Thanks, Count Basketville!





33. G'night, Mick! 34. Good night, Goofy! By the way, I don't think it would be a good idea to read that silly book before going to sleep! It might give you funny ideas! 35. Unfortunately, Goofy doesn't listen — 36. Gawrsh! Mick was right! Reading this book has made me too scared to go to sleep! 37. GHOSTS





38. Getting into the house was ridiculously easy! Now for step two of my plan! 39. Making sure Count Basketville won't get in my way! 40. Aah! Who are you?!





41. And now I'm off to meet some distinguished people and their valuables! And to make use of my haunting abilities! 42. Mmph! Gnghh! 43. Boo! I'm the ghost of Count Basketville! 44. Good heavens! 45. Eek!





46. Ooooh! The story was true! 47. Boo! 48. A few hauntings later — 49. My money! 50. My jewelry! . 51 Ha! Ha! Ha! And now for the hidden treasure! Finding stuff like that is something else I'm good at!



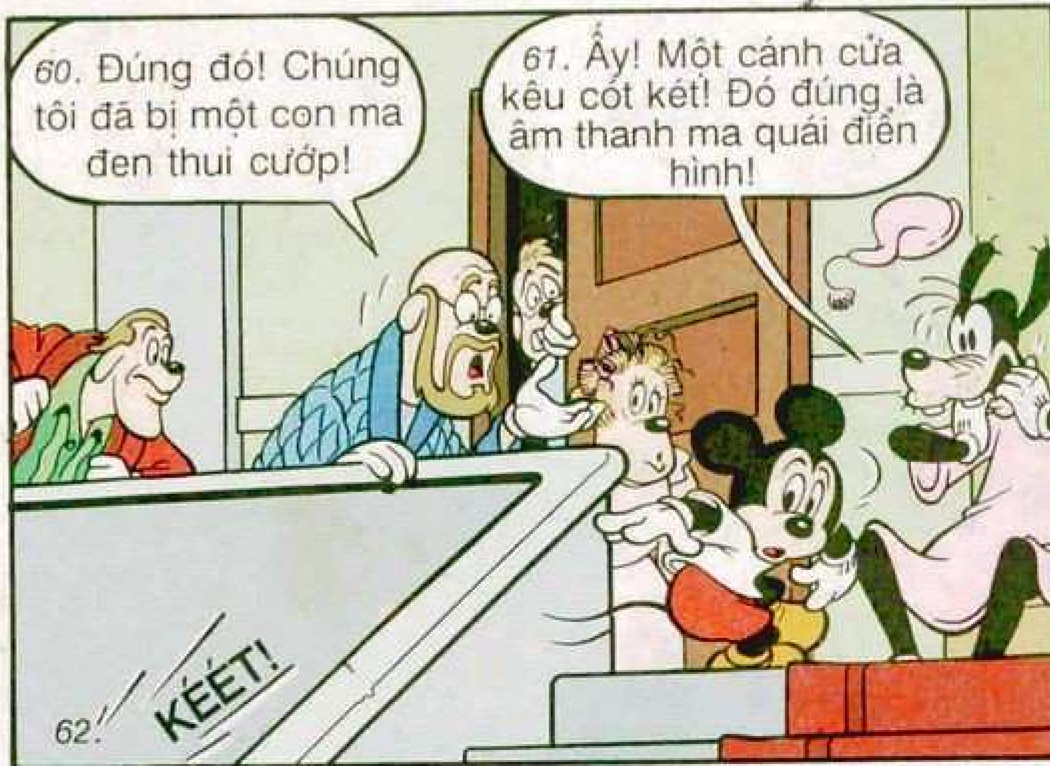


52. Yeep! What's all that racket downstairs? They're shouting something about... ghosts! 53. I'd rather stay in my nice, safe bed, but even if I'm scared, I've got to warn Mickey! 54. Hey?!





55. Eeek! Here it comes again! 56. THUD! 57. BONK! THUMP! 58. Take it easy, Ma'am! It's just us! We heard someone screaming about some missing money and jewelry! 59. Huh? I heard somebody screaming about a ghost!





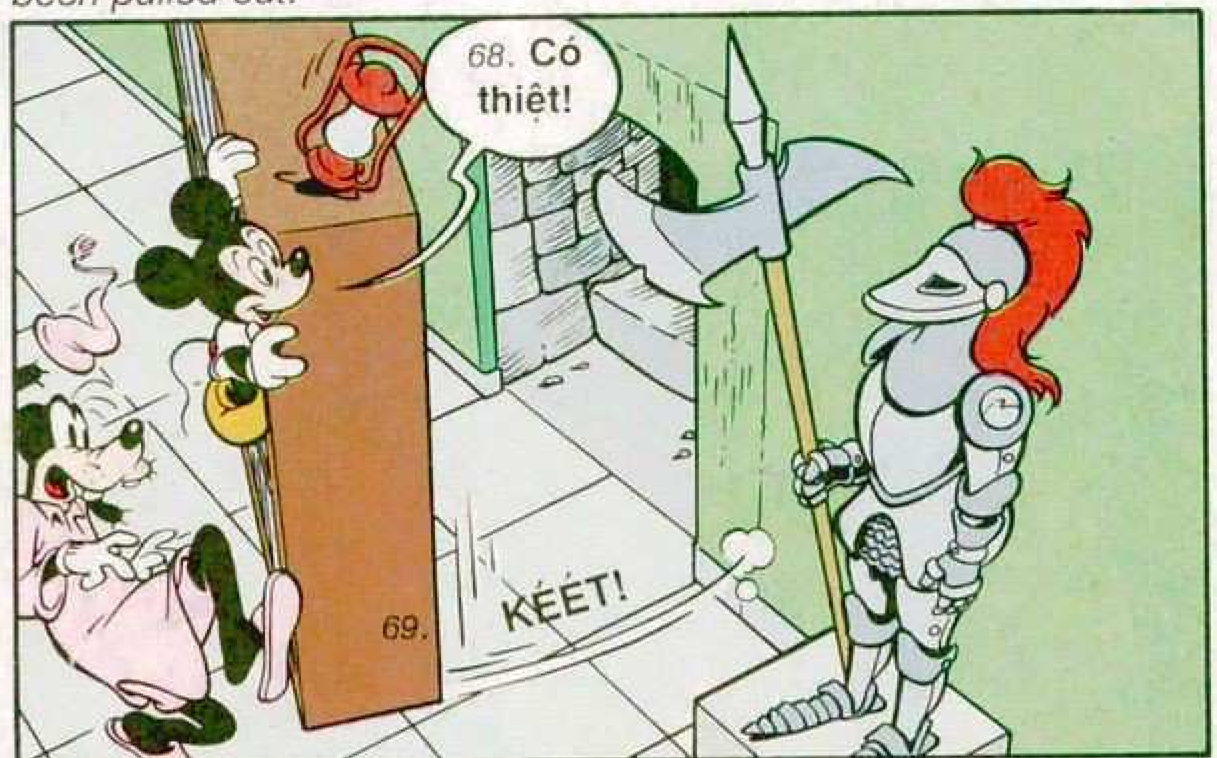
60. That's right! We were robbed by a black ghost! 61. Ulp! A squeaking door! That's a typical ghost sound! 62. SQUEEK! 63. There's nobody down here! But the map of the secret passages is gone!





64. Somehow I doubt a ghost who's been haunting the castle for centuries would need a map to find his way around! I bet it's somebody from outside! 65. Hey, Mick! Somebody's been messing around over here! 66. This bookcase probably hides an entrance to the secret passages! One of the books has been pulled out!





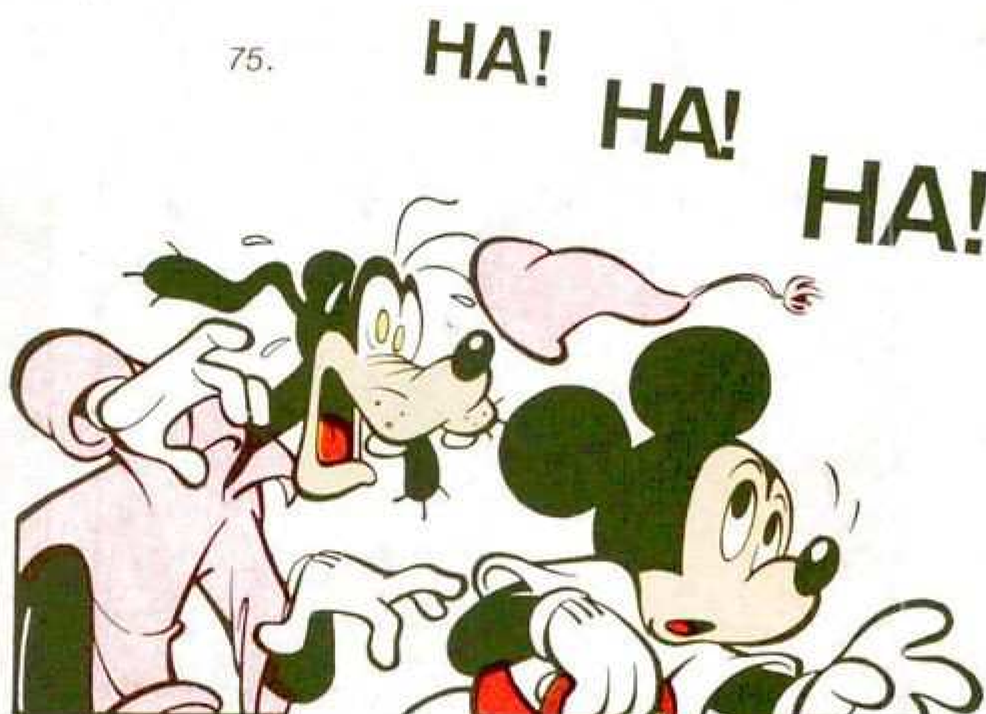
67. Let's see if there's a hidden button behind it! 68. There was! 69. SQUEEK!





70. I'm gettin' scared, Mick! 71. It'll be easy to follow him! Look! He left footprints in the dust! Get me the lantern from on top of the bookcase! 72. I-I don't like this, Mickey! 73. Hmm! The passages split off and the draft is stirring up the dust and wiping the footprints out!





74. We must be high up in one of the towers, but I have to admit I don't know which one! 75. HA! HA! HA!







76. Gawrsh, Mick! If that wasn't a ghost, then what was it??? 77. Take it easy, Goofy! It gave me a scare, too, but I don't think it was any ghost! In fact, I think I've heard that laughter before! Too bad it was impossible to tell where it came from! 78. A couple of fools had the nerve to follow me, did they?! Well, that doesn't matter! I've got the map and that gives me all the advantage! Hmm! There's a little mark on it! That must be where the treasure's hidden!







79. Er, d-do you remember the way out? 80. Uh, well, to be honest, I'm not sure! 81. YIIIPE!! 82. Heh, heh! Sounds like the guys following me are scared and lost! Let's see! The treasure must be behind this wall...





83. (Gulp!) Th-that poor fellow must be the first Count Basketville! 84. Gawrsh, I don't want to look at him anymore! 85. ?
86. YOW! A GHOST!





87. But first I'll grab the treasure, then I'll run! 88. What's going on? 89. It's the phantom blot! And he's carrying a box! 90. The hidden treasure!





91. So he's the one behind it all! I knew I'd heard that laugh before! Let's go after him! 92. Do you think that's a good idea? 93. That was no ghost! It's that nosey mouse and his stupid friend! They're chasing me but they don't have a chance! I've got the map!





94. Oh golly! We'll never be able to find him in this maze! 95. HA - HA - HA - HA - HA 96. We could walk around in this awful place forever and wind up like that poor feller who's all bones and nothing else! 97. Don't be silly! If we got in, we can get out! I hope!





98. Yikes! The ghost's got me and I can't even remember any of the incantations! 99. Huh!? 100. Oh, Goofy! You're just caught on some metal rod! 101. RRRUMMMBBBLE 102. CREEAK





103. And it's opening a secret door! 104. RRRUMBLE 105. Gawrsh! We're right outside our own rooms! 106. Yeah, but our only chance of stopping the Phantom Blot is to catch him when he comes out of the secret passages! But we need some help!





107. So let's call the police! There's probably a phone in the Count's room! 108. Where is he, anyhow? I don't recollect seeing him before we started chasing after the Blot! 109. Count Basketville! 110. Mmph! Glmph!





111. Looks like the Phantom Blot got here before we did! 112. He didn't introduce himself, but I'm sure that was him! He's been here twice! 113. Once to tie me up, and then, just a few moments ago he came back to cut the telephone wires! Then he disappeared again!





114. Ha-ha-ha! That's right! And you know vanishing is one of my talents, Mouse! 115. By the way, Count, you can tell your guests to say goodbye to their money and jewelry! 116. That speaking tube leads to a passage under the house! From there he can get out of the house a dozen different ways!





117. And you can also say goodbye to the family treasure you've never seen! Ha-ha-ha! 118. Say, Goofy! You aren't by any chance carrying that bottle of ghost-repellant on you? 119. Why, sure! Got it right here! 120. Ha-ha-ha! 121. Let's see if this won't force him to take the closest way out!





122. Ha-ha... huh?! 123. SMASH! 124. Aargh! (Cough! Cough!) Yeesh!



125. Here he comes! 126. Cough-cough! Hack, hack!





127. (Cough!) Ohhh... 128. The game's over, Blot! Drop all that stolen loot right there! 129. Oh no, Mouse! I'm not done yet!



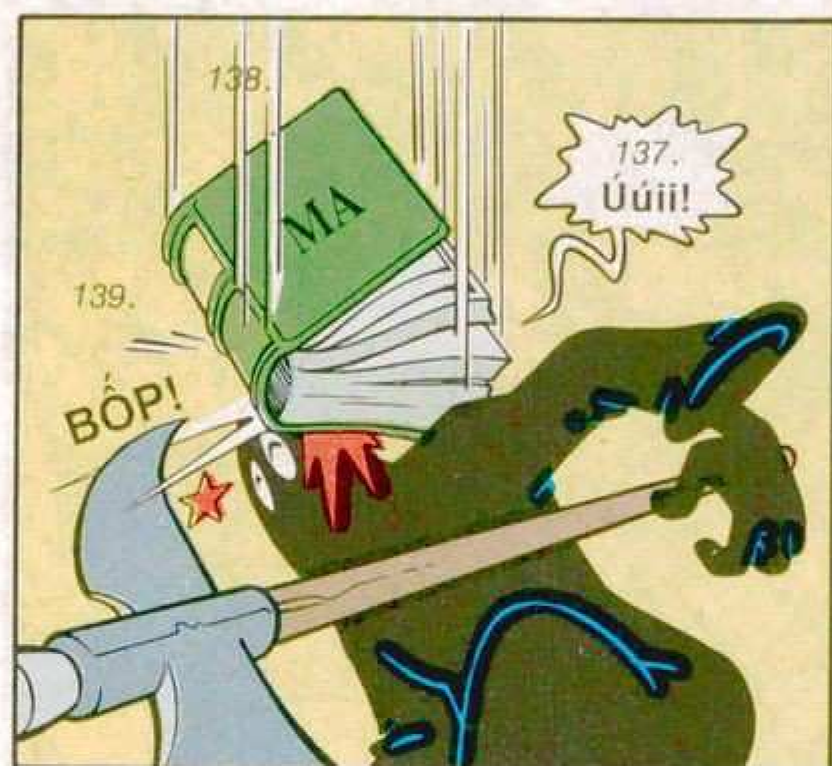


130. Watch out, Mickey! 131. Take that! You can't run away that easily! 132. I'm not trying to get away!





133. Oh, no! 134. Ha-ha-ha! 135. You're in big trouble now, little fellow! 136. Omigosh!







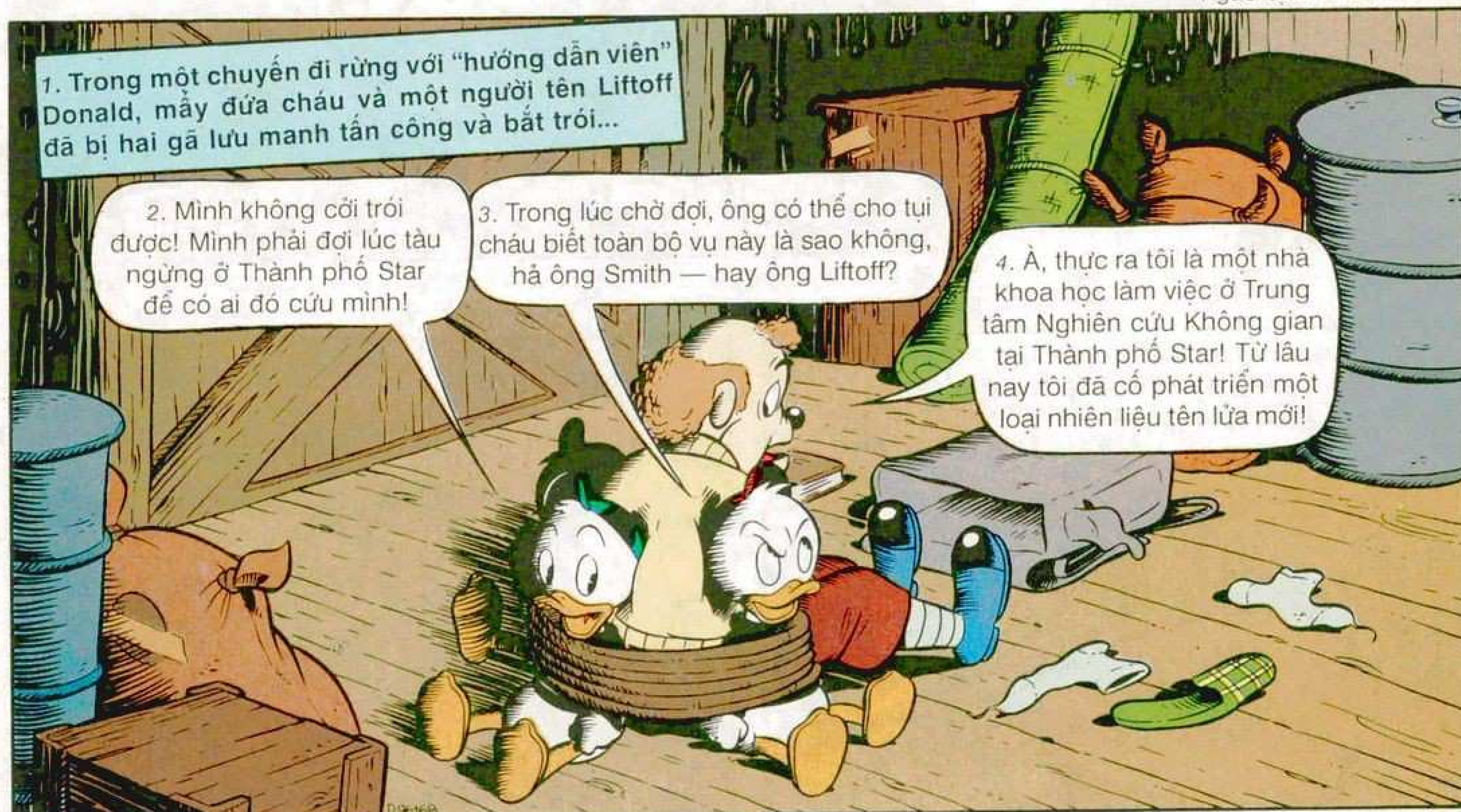
137. Ouch! 138. GHOSTS 139. THUNK! 140. Ha! And you thought that book wasn't good for anything! 141. Goofy! Sometimes you amaze me! 142. GHOSTS



VỊT DONALD

Chuyến đi rừng ly kỳ

Người dịch : TRƯỜNG HẢI



1. While out on a trek with "trail guide" Donald, the nephews and a certain Mr. Liftoff are attacked and tied up by a couple of crooks — 2. We can't get loose! We'll have to wait until the train stops in Star City for someone to help us! 3. While we're waiting, maybe you can tell us what this is all about, Mr. Smith — or is it Mr. Liftoff? 4. Well, I'm really a scientist working at the Space Research Center in Star City! I've been trying for a long time to develop a new kind of rocket fuel!





5. When I finally succeeded, I wanted to show the results to my employers! 6. But I've suspected for a while now that my phone was bugged, and yesterday morning I noticed somebody watching my house! 7. Even though my wife thought I was imagining things, I put on a disguise! But then, at the train station, I realized that somebody really was after me — or after the fuel, anyway! 8. So that's why you decided to walk to Star City!





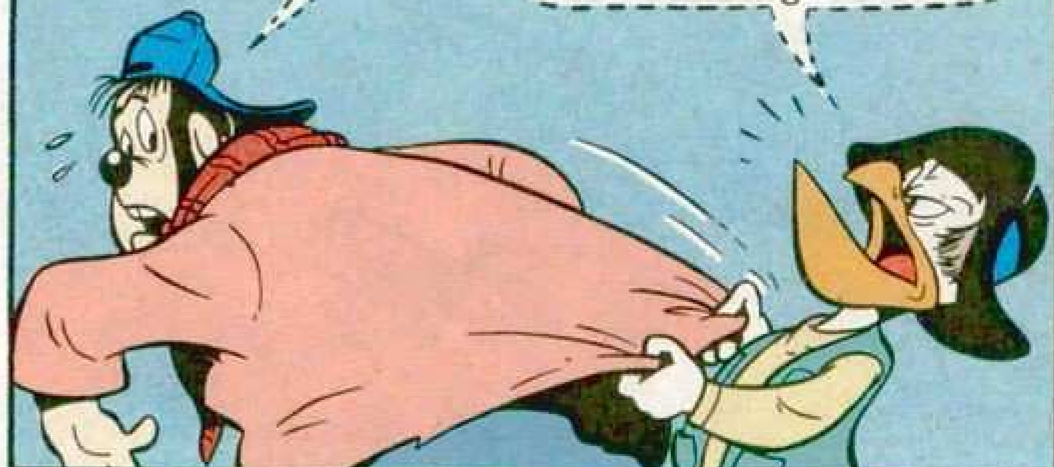
9. That's right! I left the disguise on and gave myself a phony name so you would't be involved! 10. But now your uncle is carrying some highly explosive rocket fuel on hisback and a couple of dangerous international spies are after him! 11. Meanwhile in the forest — 12. Half a dozen foreign countries will pay us a fortune for the fuel if we can just get it away from that duck! But be careful — he's tricky! 13. What's he doing now?

15.





14. What a bunch of civilized softies! When the going got a little tough, they got up and left! I'm just amazed the boys would take off with Mr. Smith, too! 15. They couldn't believe I'd get them to Star City, so they probably caught a train at that station! 16. There's the backpack, Ozzy! Let's grab it and get out of here!





17. Not so fast! One wrong move and that backpack'll blow us to the moon! The duck is a trained woodsman — why not let him carry it to civilization for us! 18. Great, but how do we get him to do it? 19. Just watch me! 20. Ah, you must be Donald Duck, the famous trail guide!





21. We just missed you in Crow Falls, and we've been following you ever since! We'd love to be guided to Star City by an expert like you! 22. Gee, I'm flattered! In fact, I was already guiding a party just now, but it looks like they couldn't take life in the great outdoors! 23. So you can take their place! I see you don't have the right equipment with you, but that's okay — you can borrow mine! Catch! 24. No! Don't!



25. I mean — couldn't we use those backpacks instead? 26. Don't tell me those kids left their expensive gear behind, too?! I'll have to give them a good scolding! Well, all right!



27. Shortly — 28. Now I have a chance to prove to the kids that I really am a good trail guide! 29. When you're walking in a forest, the most important thing is always knowing where you are! 30. Gee, how do you do that, Mr. Duck? 31. We'll grab the backpack as soon as we reach Star City! And we'll be far away before he can figure out what's going on!



32. Good question! If you get lost, you scout the terrain from a high point — like a tree, for instance! 33. Er, isn't that tree a bit... 34. CREAK! 35. Rotten? 36. Don't worry! I'm sure it's perfectly... 37. CREAK! 38. Saaafe! 39. We can't let the tree fall or the backpack will... 40 CRACK!



41. Thanks for the help, guys! I just hope this branch doesn't... 42. Break! Yipe! 43. CRACK! 44. Catch the duck, Barney! 45. Got him!



46. CRASH! 47. Is the duck okay? That's great! I just wish I could say the same! Ohhh!





48. Good work, men! But I hope you've learned an important lesson! Nature can be very dangerous if you aren't careful! 49. Yeah, sure, Mr. Duck! But what about something to eat? 50. No problem! I've got some yummy freeze-dried survival rations in my backpack! 51. Uh oh! One look inside and he'll know he's got Liftoff's backpack!





52. But Mr. Duck, we'd really like to learn to live off the land the way you professional trail guides do! 53. That's the spirit! And it just so happens I'm an expert on the subject! 54. Just watch the wild animals! Bears, for instance, are masters of catching fish — so we might as well let them do all the work for us! 55. Wow! They don't even need poles! 56. SPLASH!



57. But aren't bears dangerous? 58. Of course they are! That's why I'm sneaking up on them while the big one isn't looking!





59. Sorry about that, little fella — but we need these more than you do! 60. Here's your dinner! The mama bear never saw a thing! 61. Growl! Gruff!



62. Now we need a fire! There's some wood over there! 63. Yipe! If that bear catches him, the fuel will blow up and destroy the formula! 64. And it won't do us any good, either! 65. SNARL!





66. There's only one thing to do! 67. It's a dumb idea, but you're the boss! 68. If you want a good fire, make sure you take only the really dry pieces... 69. THUMP! 70. THUD! 71. GROWLF! 72. YEOUCH!



73. Tsk, tsk! You fellows look exhausted! Is life in the great outdoors too much for you? 74. Groan! 75. Moan! 76. Yipe! Yipe! Yipe!



77. After lunch and a couple of hours on the trail — 78. Star City isn't far now — but how do we get across this ravine? 79. Simple! The map says there's a rope bridge over there! 80. Do you think it's strong enough? 81. These bridges are sturdier than they look! But I'll check first just to make sure!





82. Look, Ozzy! The wood and the rope are both rotten! 83. Aargh! If that duck falls into the ravine, our chances of getting rich will go blooey right along with him! 84. CREAK! 85. And so will all the work we spend on our sneaky plans and underhanded skulduggery! Hold the bridge up! 86. It seems pretty solid to me! 87. SNAP!

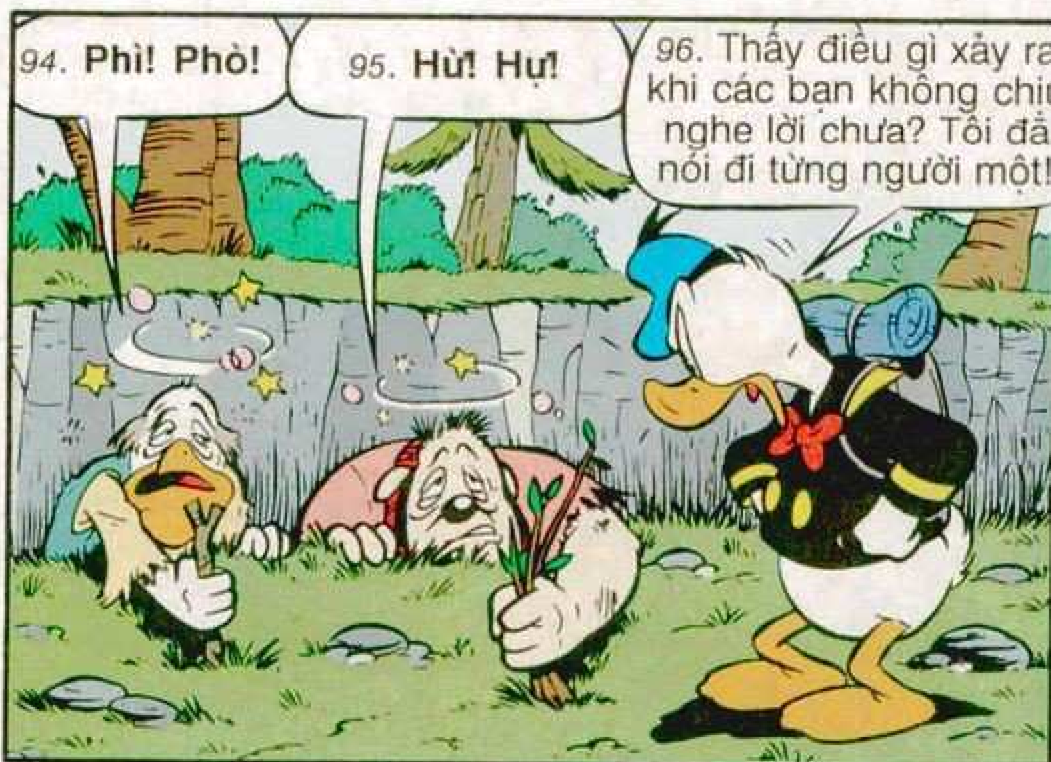


88. No! Please! Don't do that! 89. Don't worry! I know I'm lighter than you guys, but look! If it can hold me when I'm doing this, it should be able to hold you, too! 90. BOING! BOING!





91. YEOOWWW! 92. But just to be on the safe side, cross it one at a time! 93. Huh? Now where did those fellows go?





94. Puff! Pant! 95. Wheeze! Gasp! 96. See what happens when you don't listen? I said one at a time! 97. No, Ozzy! Not when we're so close! 98. Lemme at him! Snarl! 99. Come on! We'll reach Star City in half an hour!





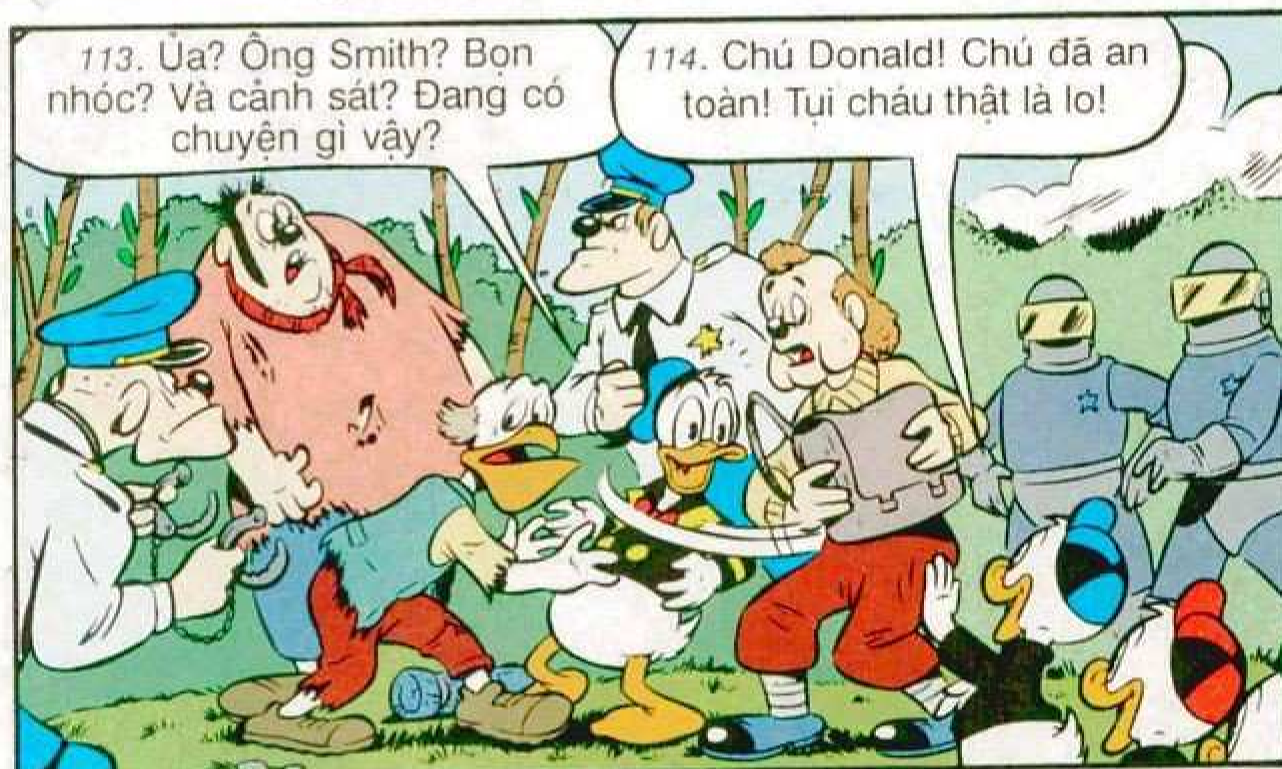
100. Meanwhile at the Star City railroad yard — 101. Say, do you hear some noises coming out of that boxcar? 102. HALLLLPP! 103. At last! We've been yelling for hours! 104. Untie us, quick! We've got to call the police and the space center!





105. Back in the woods — 106. I'm getting sick of this! Where is that town, anyway? 107. Take it easy! I think the brush is thinning out! 108. How 'bout that! I got you all the way to Star City safe and sound! 109. You don't know how grateful we are! And to show our gratitude — I'll take your backpack!





110. C'mon! Hand it over! We're in a hurry! 111. Aw, you don't have to do that! I can carry it myself! 112. No, give it to me! 113. Huh? Mr. Smith? The boys? And the police? What's going on? 114. Unca Donald! You're safe! We were really worried!





115. The boys and Professor Liftoff tell Donald the whole story — 116. Rocket fuel? I-I could've been blown sky high! 117. I found the formula, and now a security team from the space center is checking to see if the container is intact! 118. There's something funny about this, Professor Liftoff! Is your new fuel supposed to smell like coffee? 119. COFFEE?!



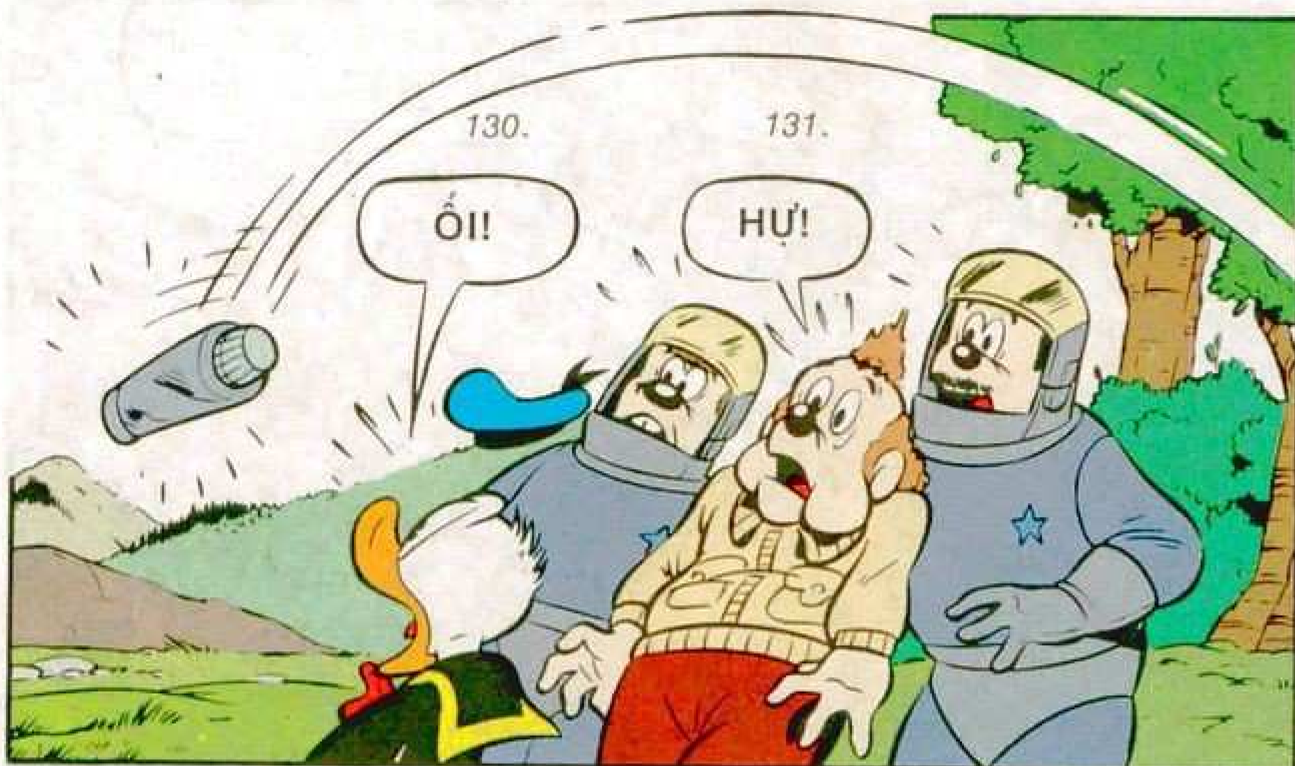


120. It is coffee! I admit I've been using fuel containers from work for my coffee because they make good thermos bottles — but if this is my coffee, then where's the rocket fuel? 121. POLICE 122. Unless... 123. So there you are, Milton! 124. SCREECH!





125. Beth! 126. Isn't this the stuff you were supposed to be taking to Star City? I found it on your lab bench when I got back from my sister's house today! 127. Watch out! 128. Ohhh! 129. TRIP!





130. YIPE! 131. GASP! 132. Got it! 133. Good catch, Huey!



134. What's the matter with them? All I did was stumble! 135. Let's just say that what didn't happen... 136. ...was a lot scarier than what did!



BĂNG CƯỚP BEAGLE BOYS

Ba cây chụm lại...

Người dịch: TRẦN TẤN MỸ



1. Ha, ha! We've actually managed to rob a bank! Now we've just gotta get out of here quickly! 2. Stop thieves! 3. DUCKBURG BANK 4. BANG! BANG!





5. Bu-but! The door is locked! 6. Don't worry! I've got the key here! 7. How dumb can you get? You don't lock your getaway car when you're on a bank raid!





8. Of course you do! With all these crooks and thieves roaming around these days! 9. Yes, yes! But look out for... 10. AAARGH! 11. CRASH!



12. Just think what one has to go through to earn one's daily crust! 13. At least you can console yourself with the loot we "earned" at the bank!





14. What do you mean! I thought you had the money! 15. Unbelievable! Of all the incompetent crooks in the world! And they just happen to be my brothers!





16. But this is the last straw! From now on I'm going it alone! 17. Yup! This is the last time you'll be able to wreck one of my brilliantly planned schemes!





18. Oh dear! What are we going to do now? 19. Who needs him! The two of us can work together! 20. You're right! And if I'm not mistaken our first "assignment" is coming our way this very moment! 21. Hee, hee! 22. POST OFFICE





23. Okay! Hand over your bag and nobody will get hurt! 24. Don't be so sure of that, young man! 25. Uurgh! 26. Hey!





27. You should be ashamed of yourselves, attacking a defenceless old lady like me! 28. Aargh! 29. Hey there! What's going on? 30. Err, nothing officer! Nothing at all! In fact, we were just on our way!



31. Good grief! What a start to our partnership in crime!





32. But wait! Maybe that little charmer can earn us a pile of money! 33. Do you want us to steal a dog? 34. BEWARE OF THE DOG 35. Of course not, blockhead! We're going to dognap him and demand a ransom from his rich owner!



36. To think there's a "beware of the dog" sign for this little charmer! Ha, ha! 37. Err, they probably mean him! 38. Great, groaning gizzards! What's that? A grizzly bear!



39. It-its only a dog, I think! 40. What do you mean only? Urgh! 41. GROWL!



42. Let me go, you monster! 43. RUFF! RUFF! 44. Some painful minutes later — 45. We might just as well admit it! Without 176-167 we are hopeless!



46. Rubbish! Our only mistake is that we've dabbled in petty crimes! We should be doing the big, spectacular hauls! 47. Take that palace for instance! There's probably a safe packed with money in there! 48. Just waiting to be cracked by us, you mean? Hee, hee!





49. Now let's see! First of all we'll need some pounds of first-rate dynamite! 50. To think we're planning a large haul all by ourselves! Without 176-167! 51. Yeah, I wonder where that pompous oaf is now?





52. Well, in order to answer that question we'll have to jump forward a couple of hours — 53. Gee, I should've thought of this a long time ago! 54. Everything is so much easier when those two blockheads aren't here!



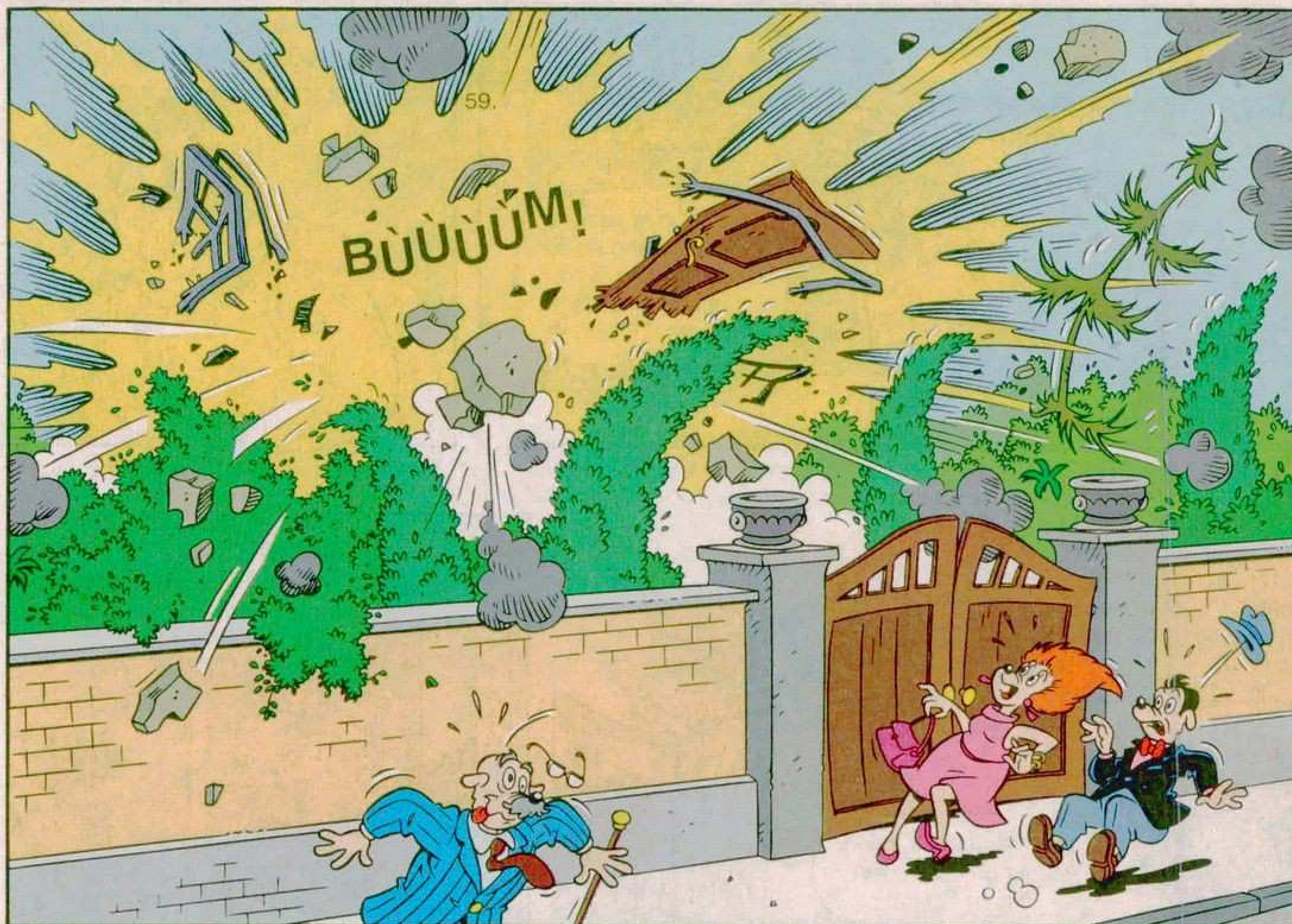


55. Look at this little beauty! Hee, hee! All I need is the right combination. 56. Err? What's that sound?!





57. It nearly sounds as if... 58. Oh no! A bomb!



59. KA-BLAAAM!



60. Hi there, bro! Have you come back to join the gang again? 61. Well, just let me catch my breath before I answer that!

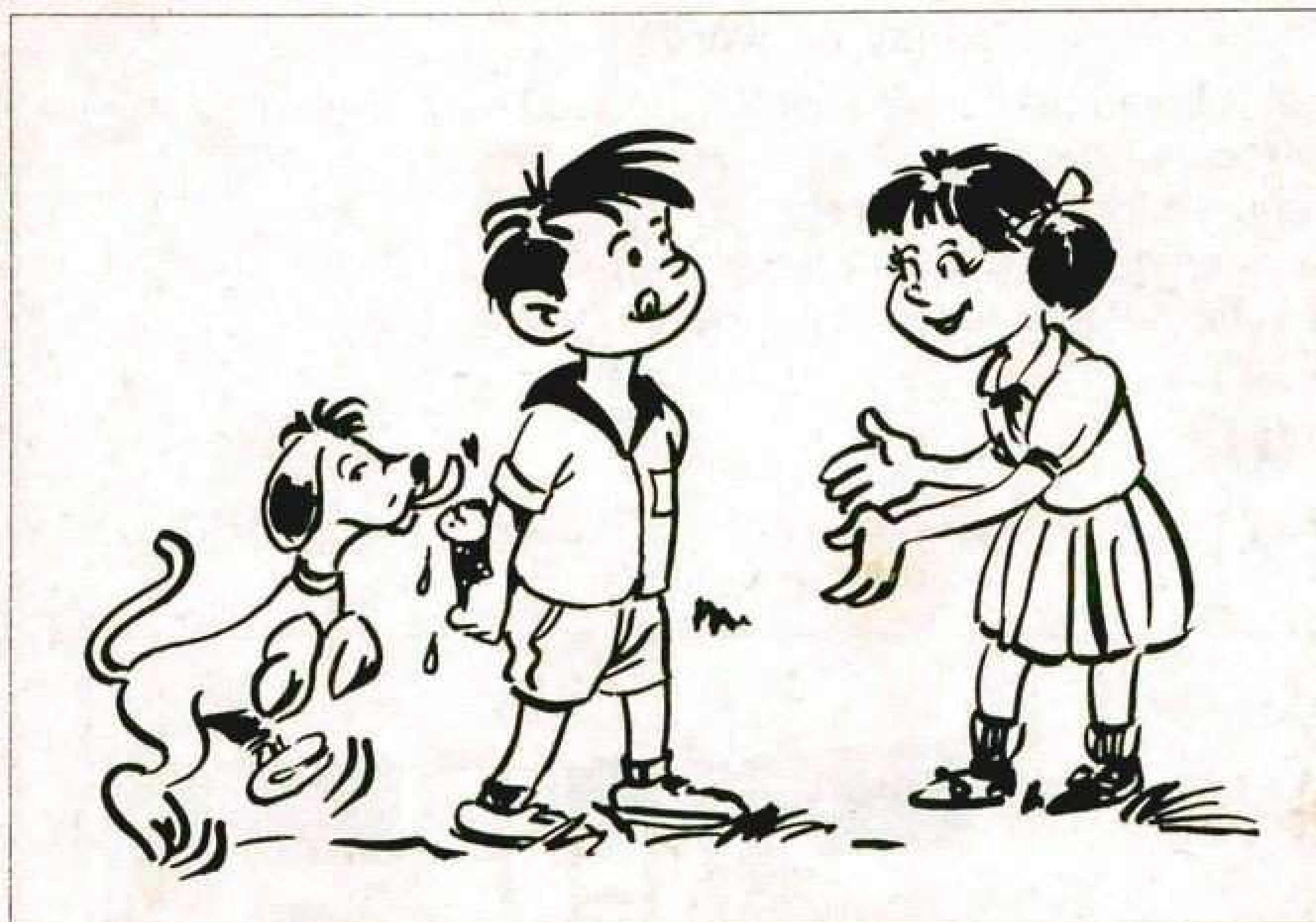


62. Does this mean "yes" or "no", I wonder? 63. Don't talk! Just run!

Câu lạc bộ Bạn bè Donald, Mickey



Sân chơi



- Hổng cho bạn... ăn đâu! Tranh Ngọc Thơ

Giai thoại danh nhân

NGƯỜI PHÁ VỠ LUẬT MUỐI

Khi người Anh cai trị Ấn Độ, nhân dân Ấn rất nghèo khổ. Gandhi (*) thấy rằng phần lớn sự nghèo khổ của họ là do hậu quả của những luật lệ bất công. Một trong những luật tệ hại đó là Luật muối. Mọi người bị bắt buộc mua muối với giá cao do người Anh quy định. Gandhi quyết định đánh đổ luật này. Ông tập hợp mọi người lại và hỏi họ có muốn giúp ông xóa bỏ Luật muối không.

- Bằng cách nào? - Họ hỏi.
- Rồi các bạn sẽ thấy. - Ông nói.

Không ai biết ông sẽ làm gì, nhưng tất cả đều muốn giúp ông. Vào một buổi sáng, Gandhi và 78 người theo ông rời làng ra đi. Họ bắt đầu đi bộ. Theo những con đường gió cát họ tiếp tục đi và đi. Mỗi làng họ đi qua đều được trang hoàng theo màu sắc quốc gia Ấn Độ và nhiều người lại tham gia vào đoàn dù không biết Gandhi sẽ làm gì để xóa bỏ Luật muối. Lặng lẽ, Gandhi và đoàn người của mình vẫn bước đều. Một số người đến gặp Gandhi và hỏi:

- Bapu (cha), chúng ta đi đâu?

Gandhi chỉ mỉm cười:

- Hãy đợi! - Ông nói - Rồi sẽ biết!

Đoàn người vẫn tiếp tục đi. Cuối cùng họ ra đến biển. Họ đi được hai trăm dặm và mất hai mươi bốn ngày. Gandhi đứng trên bờ. Mọi người nhìn ông. Ông cúi xuống, đặt tay vào trong nước mặn và múc lên một ít nước, để cho nó ngấm dần qua các ngón tay cho đến khi chỉ còn muối còn lại. Muối trong nước biển đã được lấy ra. Mọi người bỗng hiểu được ý nghĩa của sự việc. Đó là họ không phải mua muối của chính quyền Anh nữa. Một số người vội vàng mang thùng, xô đem theo trong cuộc hành trình chạy ra phía bờ biển. Tất cả đều phấn khởi. Gandhi đã phá vỡ Luật muối! Gandhi đã bị bắt về việc này, nhưng người Ấn vẫn tiếp tục lấy muối từ biển. Cuối cùng chính quyền Anh quyết định hủy bỏ Luật muối.

Theo **Yvonne Beckwith**

(*) Mohandas Gandhi (1869-1948) còn được gọi là Mohatma Gandhi: lãnh tụ và nhà cải cách xã hội nổi tiếng của Ấn Độ.

Vui cười

Thì ra vậy!

A: Nè B, ba thằng Tí làm thầy pháp bắt ma đó!
B: Vậy ổng bắt được con ma nào chưa?
A: Chưa! Nhưng công an lại mới bắt ổng hôm qua!
B: ?!?

Học lên đại học cơ!

Bố (quát): Con người ta học hai ba năm đã đậu bằng B bằng C, còn con thì mãi vẫn chẳng đậu nổi cái bằng A! (*)
Con: Nhưng thưa bố, thầy con bảo thời buổi này biết ba chữ A, B, C chẳng ăn thua gì đâu. Phải học lên đại học cơ!
Bố: ?!?

(*) Ý nói bằng A, B, C Anh văn

Giúp đỡ

Một anh xích lô chở một ông "Tây ba lô" ra chợ Bến Thành. Tới nơi, vì không biết tiếng Anh, anh ta xòe bàn tay năm ngón cho ông Tây xem. Ông "Tây ba lô" gật đầu rồi móc năm ngàn đưa cho anh xích lô. Anh ta lắc đầu lia lịa vì muốn đòi tới năm chục ngàn. Một anh chàng lò dò đi tới, thấy hai người quơ tay múa chân bèn hỏi chuyện. Biết anh xích lô đòi năm chục ngàn, anh ta gật đầu, nghiêm mặt nói:
- Khó gì! Để tôi nói giúp!
Nói xong anh quay sang ông "Tây ba lô" xổ:
- Five... chục... ngàn!
Ông Tây ba lô: ?!?



T.H.T

Danh ngôn

- *Không có gì làm cho con người nghi ngờ nhiều bằng ít kiến thức.*
  Bacon
- *Chính hai cốt của tiền nhân đã tạo nên quê hương.*
  Lamartine
- *Cỏ chà đầy đồng mà mong được gặt lúa tốt ấy là người ngu, tham lam đầy bụng mà muốn cầu được trời cho phúc ấy là trái lẽ.*
  Cách ngôn

Phiếu tham dự cuộc thi
"Sáng tác truyện vui cười có thưởng - Donald và bạn hữu"

Donald, Mickey



Từ điển thành ngữ, tiếng lóng, thông tục bỏ túi

• **to kingdom come** [idm]: *into the life after death*: về thế giới bên kia
• **That's that** [idm]: *(used to indicate the end of discussion, search, development, etc)*: thế là xong, coi như xong
• **null and void** [idm]: *(law) having no legal force*: không có giá trị pháp lý
• **follow sth through** [phr v]: *carry out or continue sth to the end*: tiến hành hay theo đuổi cái gì đến cùng
• **pie in the sky** [infml]: *hoped - for or planned event that is unlikely to happen*: một sự kiện đang mong ước hoặc trong dự kiến, rất khó có thể xảy ra
• **under lock and key** [idm]: *locked up*: giam giữ, chốt kỹ
• **round the bend** [idm]: *crazy; mad*: điên khùng
• **hot air** [Sl]: *empty or pretentious talk or writing*: khoác lác
• **scram** [Sl]: *to leave or get out, esp. in a hurry: often used in the imperative*: biến ngay! Đi chỗ khác chơi! Cút đi!
• **vamoose** [Old Sl]: *to leave quickly; go away (from) hurriedly*: cút mau! Biến!

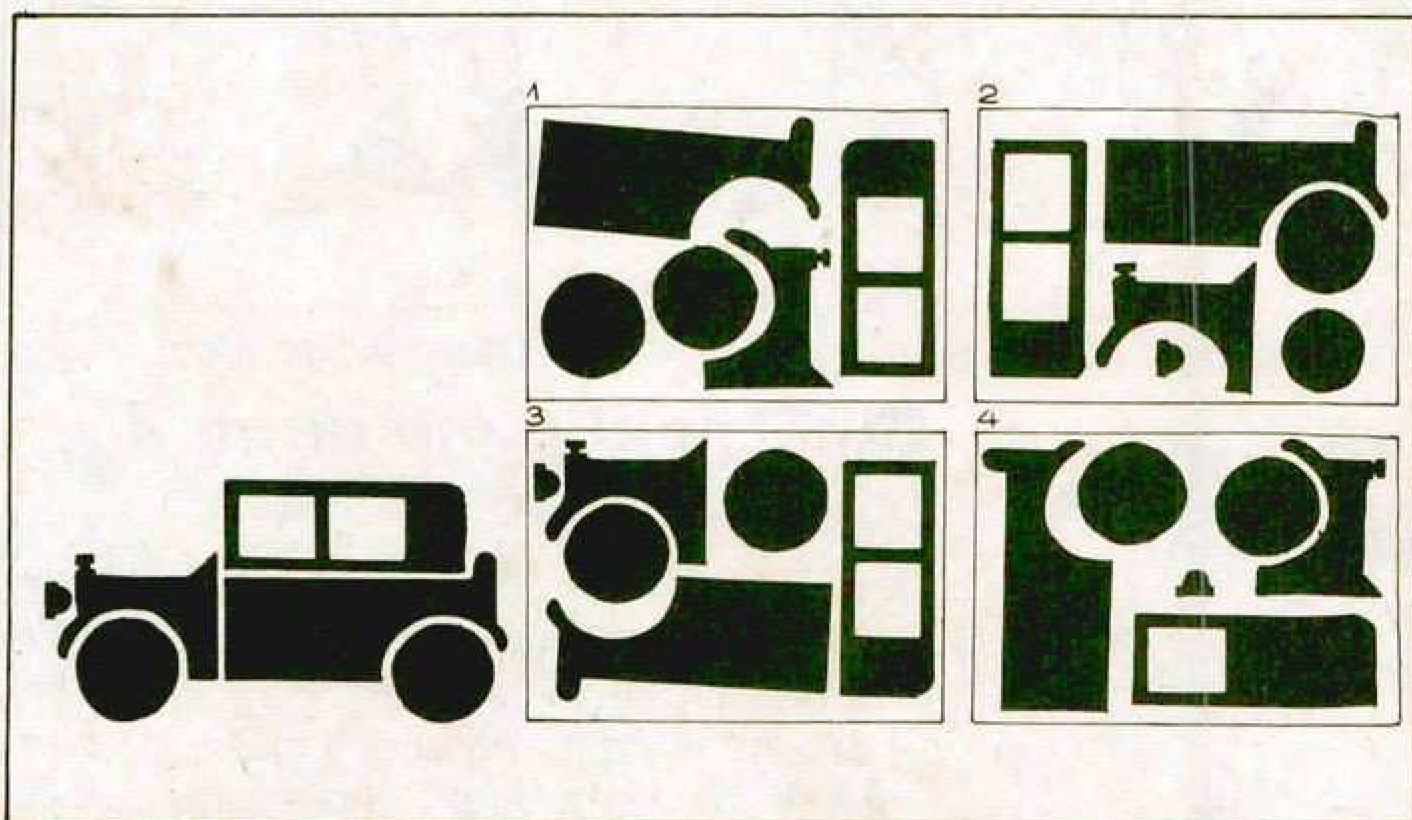
Truyện vui Anh ngữ

Play on words

A man met a friend he hadn't seen for a long time. "Why George," he said. "You've changed! What's making you look so old?"
"Try to keep young," said George.
"Trying to keep young?" queried the man.
"Yes," was the gloomy response, "nine of them".

Đố vui

Các em hãy tìm xem khung hình nào (1, 2, 3, 4) giống chiếc ô tô này?



Giải đáp: Khung hình số 3

Ngọc Thơ

Tranh tô màu



- Hơ! Goofy, coi chừng... té!

Các em hãy tô màu theo ý thích.

Giao lưu

Các em *Lê Duy Bảo* (409 Nguyễn Tri Phương, Q. 10); *Nguyễn Thị Ngọc Huyền* (280/24 Bùi Hữu Nghĩa, Q. Bình Thạnh); *Hồng Ngọc Phương Thảo* (240/11B Lạc Long Quân, Q. 11, số hội viên 59): Bài giải *Học mà chơi - Chơi mà học* của các em đi chu du rất lâu mới đến được tay anh chủ nhiệm! Thật là tiếc! Sẵn đây, anh chủ nhiệm nhắc lại một lần nữa: các em liên hệ với anh chủ nhiệm qua mục *Học mà chơi - Chơi mà học* ở địa chỉ:

Truyện tranh Donald và bạn hữu
Mục *Học mà chơi - Chơi mà học*
35 Nam Kỳ Khởi Nghĩa, Q. 1, TP. HCM

(Nên chờ đăng đủ đề bài rồi giải và gửi một lần để tránh thất lạc).















15. YIPE! We can't stop at this speed!
16. THE GILDED DUCK
17. YEOWW!
18. WHAM!
19. Huh? Is this how they serve the Ice a la Surprise?
20. The menu didn't say anything about live entertainment!
21. Do they have to replace the window for every performance?
22. CRASH!
23. WAIIITER! HELP!
24. SMASH!
25. You've caused several hundred dollars worth of damage! How do you propose to settle the bill?
26. No idea! I'm flat broke!
27. If you work hard, I might be able to release you Tuesday afternoon!
28. After this, we'll eat off paper plates — forever!
29. That's one promise we'll hold you to!

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CÁC EM ĐÓN XEM TRUYỆN TRANH

Walt Disney's

TẬP 92

Phát hành ngày 19-10-1998

Với các câu chuyện

✓ Sản nghiệp suýt tiêu ma!

Dùng kỹ thuật nghe trộm bằng sóng vô tuyến cực kỳ hiện đại, bọn Beagle Boys biết được bác Scrooge sắp tiếp một người khách để ký hợp đồng. Bước hai, chúng sai khiến một con quạ đã được huấn luyện bay tới giật cặp mắt kiếng của bác Scrooge. Bước ba, hóa trang thành vị khách mà bác Scrooge đang chờ, lợi dụng tình trạng mắt mũi "kèm nhèm" của ông già, chúng lừa bác ta ký hợp đồng nhường hết gia tài sự nghiệp cho chúng! Trước giấy trắng mực đen, luật sư của bác Scrooge cũng đành bó tay! Vụ án được đưa ra tòa và ba chú vịt nhóc trở thành luật sư cho bác Scrooge...

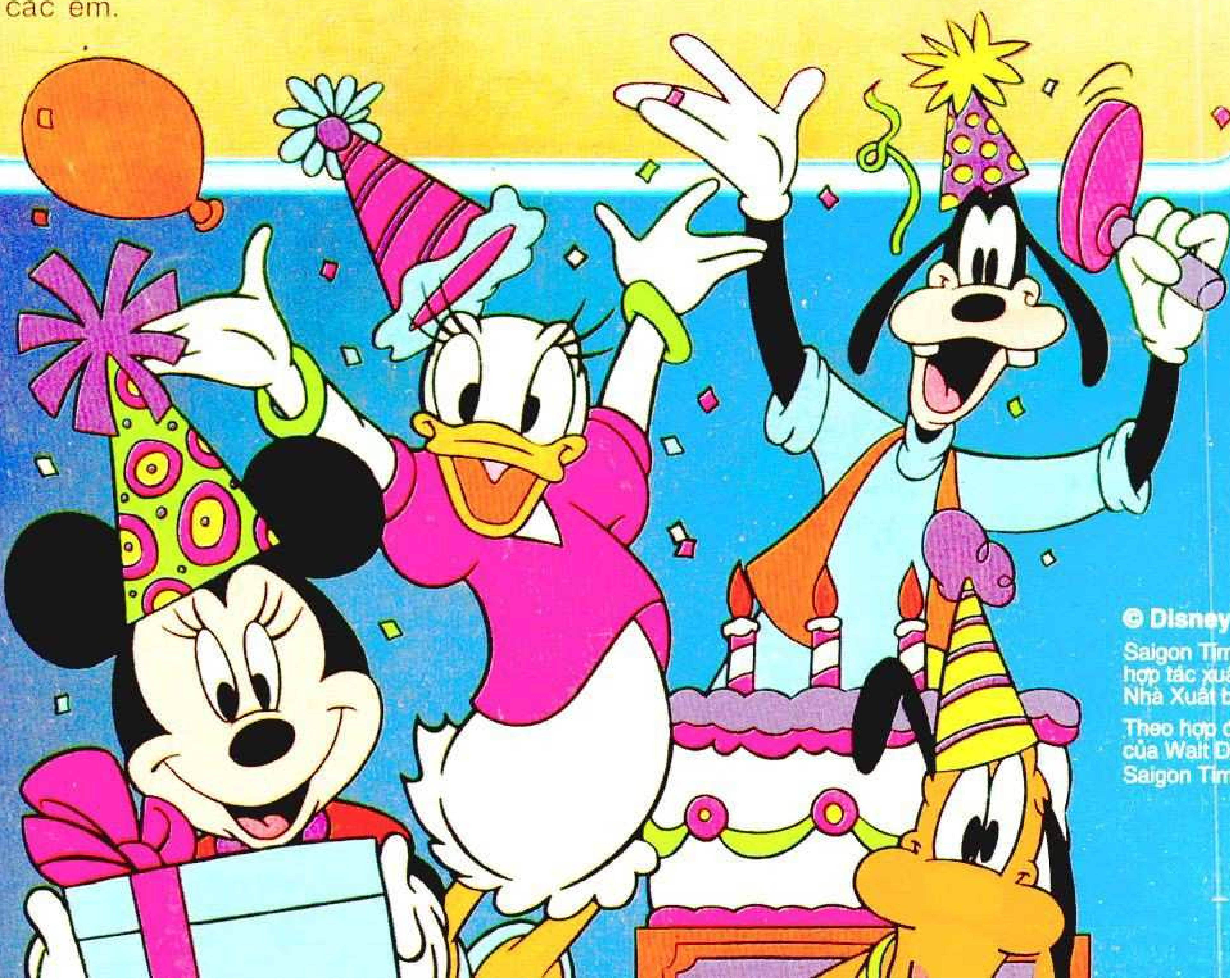
✓ Cướp xe lửa

Sau nhiều phi vụ cướp ngân hàng thất bại "te tua", băng Beagle Boys quyết định làm sống lại thời kỳ cao bồi Viễn Tây cướp xe lửa táo tợn như trên phim!

✓ Con ma trơi

Chưa từng có ai đi đặt hàng một nhà khoa học chế tạo con ma trơi kinh dị nhất như bác Scrooge. Thế rồi, vào một đêm không trăng không sao, bác ta chở con ma trơi ấy đến nhà Donald. Bóng ma ngoằn nghoèo, lập lòe chờn vờn nơi cửa sổ... còn bác Scrooge khoái chí cười khà bên ngoài!? Đầu đuôi vụ này là sao, các em hãy chờ xem!

Ngoài ra, dĩ nhiên chúng ta còn phải gặp Mickey - Goofy nữa chứ! Hai truyện ngắn vui **Một cách trị bệnh** và **Đi trong sương mù** với hai nhân vật Mickey - Goofy hẹn gặp các em.



Saigon Times Group hợp tác xuất bản với Nhà Xuất bản Trẻ
Theo hợp đồng li-xăng của Walt Disney dành cho Saigon Times Group